



COURSE OF ACTION WAR GAME

**EWT
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Capt Marcolongo



LEARNING OBJECTIVES

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TLO: Without the aid of references, conduct a COA war game per MCWP 5-1.

ELOs: Without the aid of references:

- 1. Identify the purpose of a COA war game.**
- 2. Given a list, identify the four war game methods.**
- 3. Identify the three steps to the war game process.**



WHAT IS A WAR GAME?

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A simulation, by whatever means, of a military operation involving two or more opposing forces, using rules, data, and procedures designed to depict an actual or assumed real life situation.

JP 1-

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Scalable

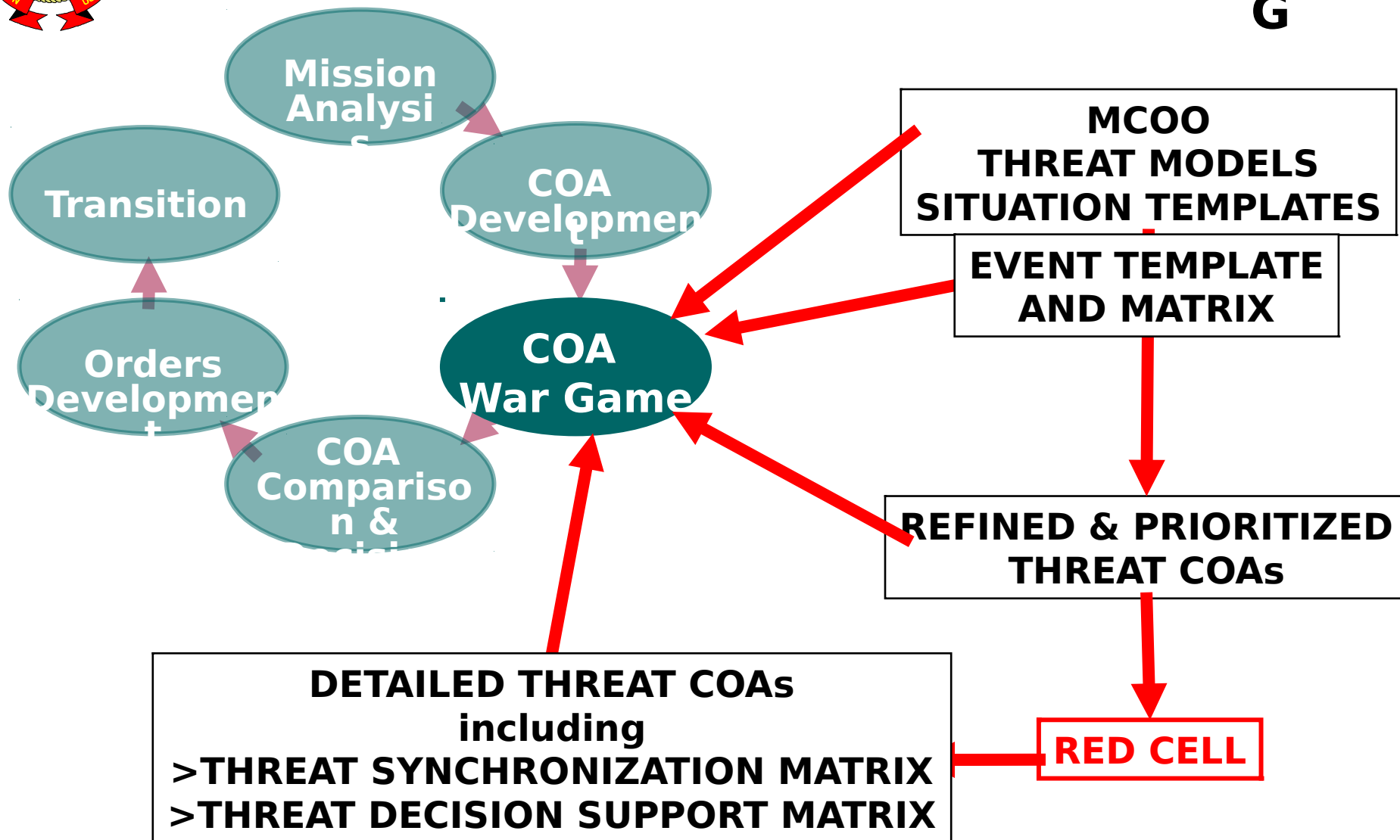
Time

Adversarial



COA WAR GAME

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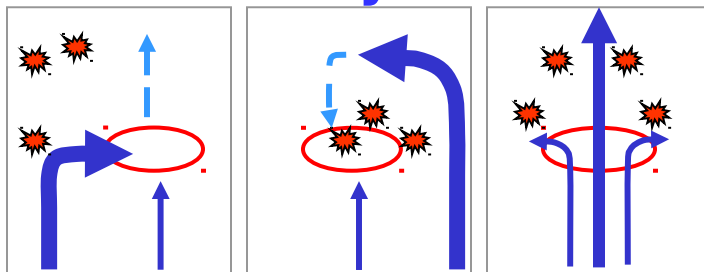


PURPOSE OF A WAR GAME?

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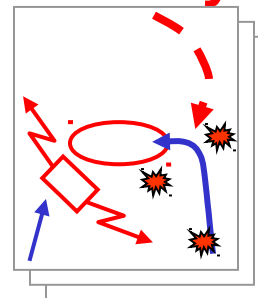
“...assists planners in identifying strengths and weaknesses, associated risks, and asset shortfalls for each friendly course of action.”

Friendly COAs



-- MCWP 5-1

Enemy



- **Test friendly COAs against selected enemy COAs**
- **Improve and strengthen friendly COAs**



COA WAR GAME

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Process:

- Conduct COA War game
- Refine estimates
- Prepare for Brief
- Refine IPB Products

Input:

- Designated COAs for wargaming
- Wargaming guidance
- Evaluation criteria
- IPB Products
- Planning Support Tools
- Estimates of Supportability
- Staff Estimates
- Updated Facts & Assumptions

Output:

- Wargamed COAs graphic & narrative
- Information on commander's evaluation criteria
- Updated IPB
- Updated Planning Support Tools
- War Game Results
- Refined Estimates
- Branches/Sequel

IPB



COA WAR GAME INPUTS

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Commander

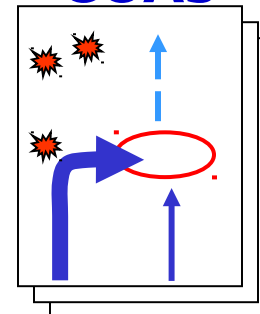
Evaluation Criteria

- Rapidly defeats the 104th Arty Regt
- Employs fires to disrupt 401st RAG's ability to mass fires

War Game Guidance

"Wargame COAs 1, 2, & 3 against enemy most likely COA. Wargame at the regimental level"

COAs



Planning Support Tools

Sync
Matrix

War Game





COA WAR GAME PROCESS

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- **Preparation**
 - Maps, Terrain Board, Planning Support Tools
 - Roles and Assignments
 - Facilitator
 - Arbiter
- **“Thinking enemy” fights enemy COAs**
 - Red Cell
 - Task Organized
 - G-2 / S-2 has staff cognizance



WARGAMING METHODS

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- **Sequence of Essential Tasks**
- **Avenue in Depth**
- **Belt**
- **Box**



SEQUENCE OF ESSENTIAL TASKS

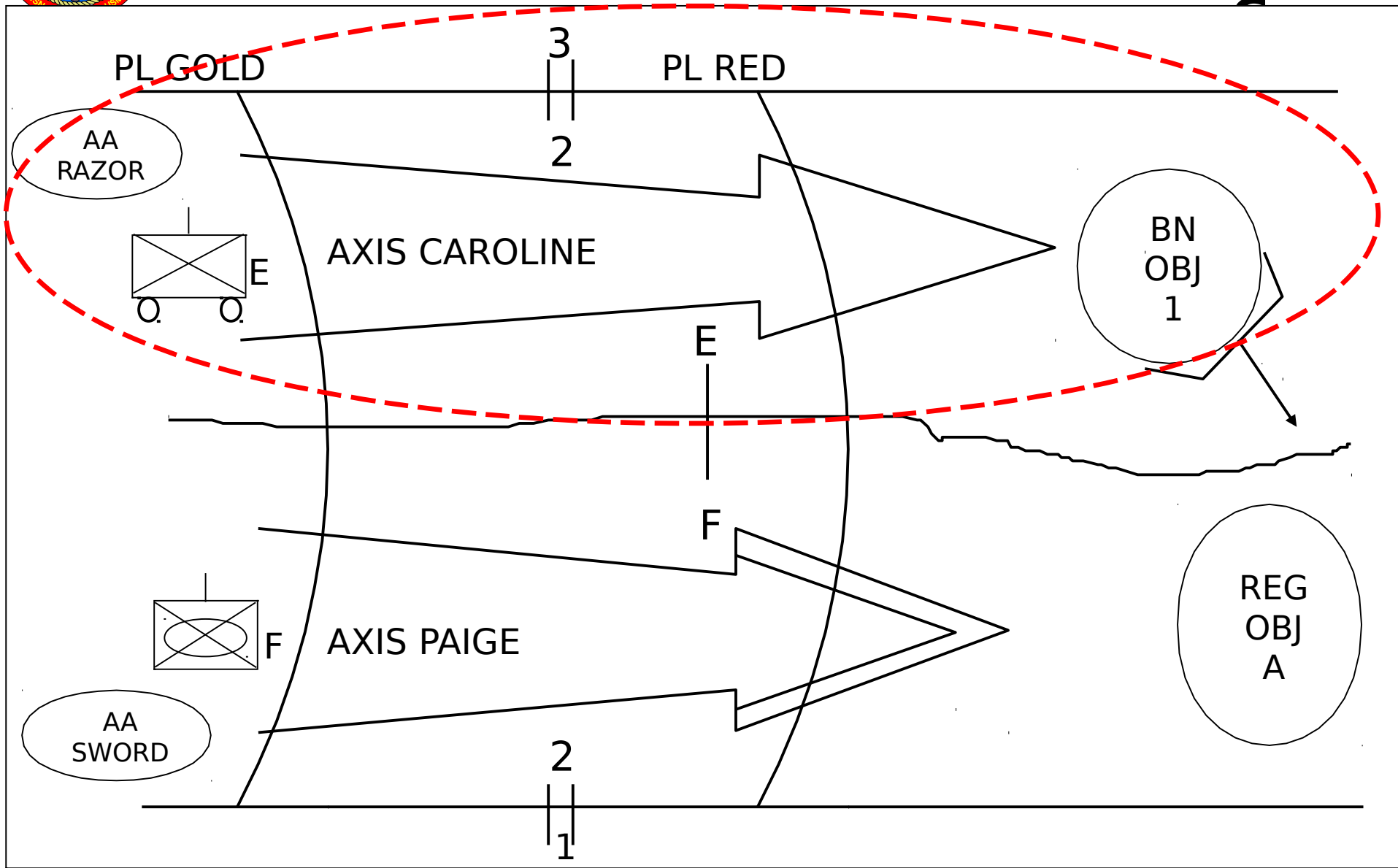
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- **Analyze the essential tasks required to execute the Concept of Operations**
- **Highlights initial shaping actions**



AVENUE IN DEPTH

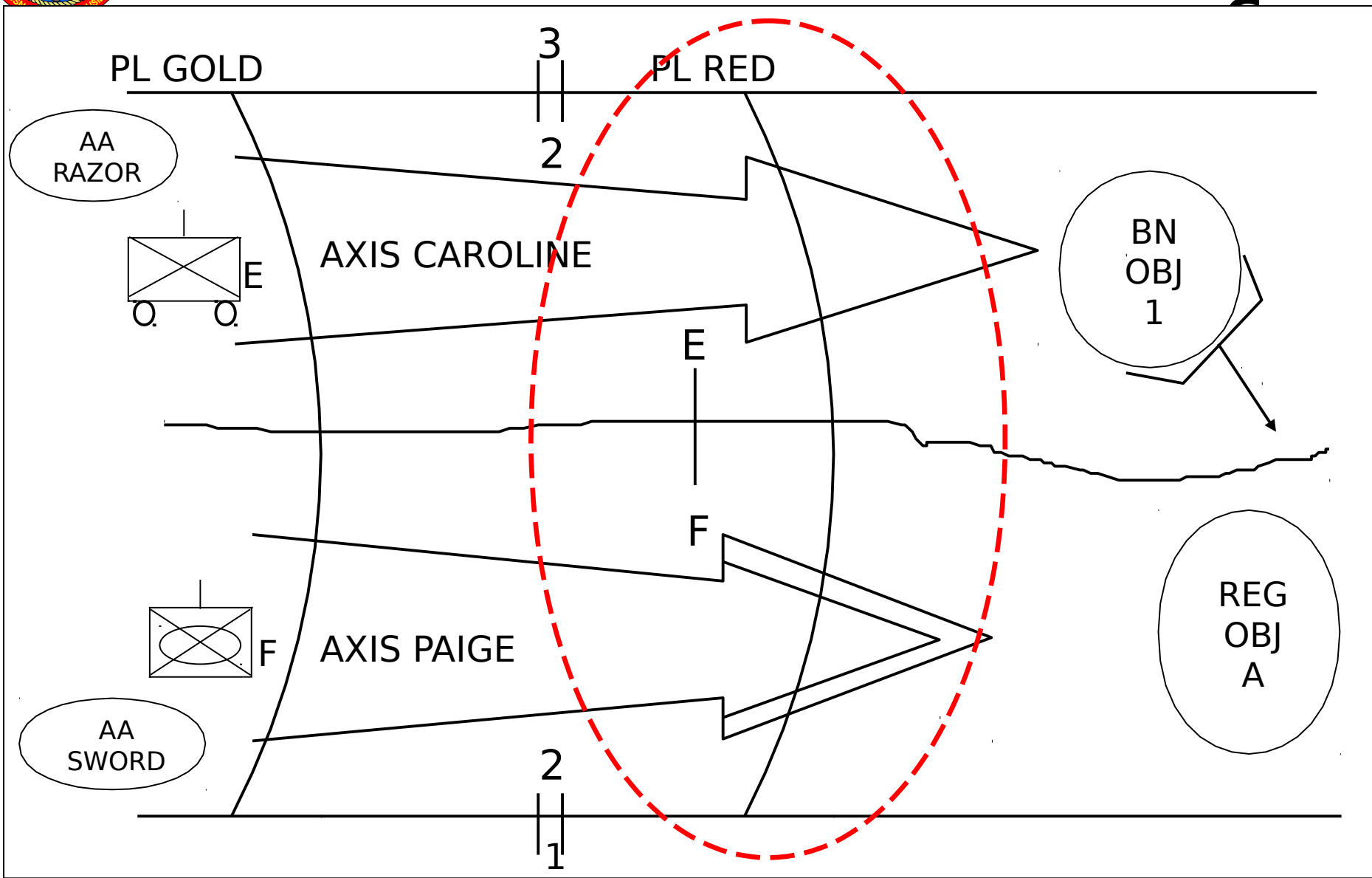
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BELT

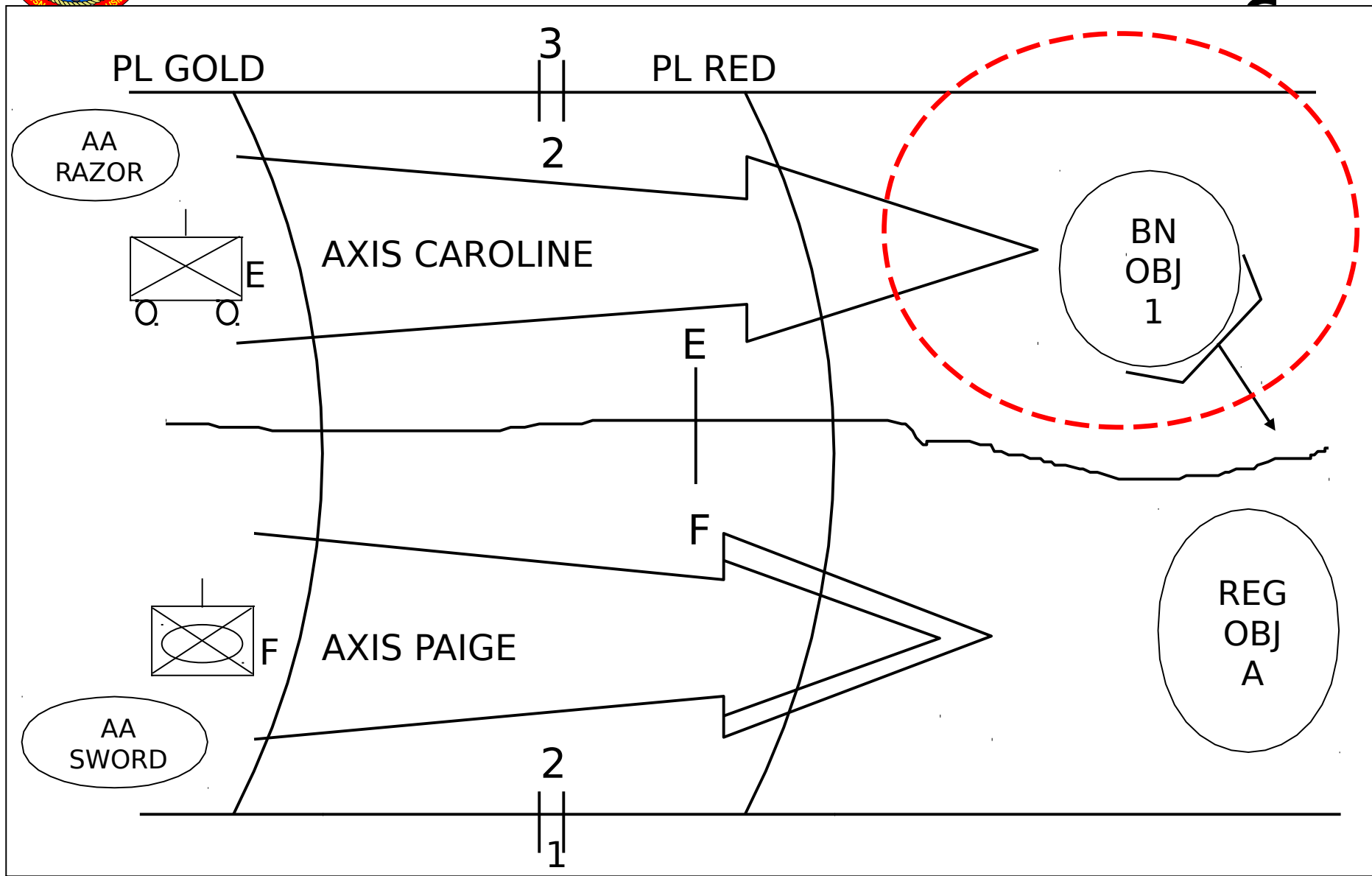
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BOX

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COA WAR GAME SEQUENCE

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Action → **Reaction** → **Counteraction**

- **Describe operations of all friendly forces**
- **Describe operations of all enemy forces**
 - AO/AI
 - HVTs
- **Discuss probable outcome of contact**
- **Identify potential**
 - Decision points
 - Branches & sequels
- **Identify additional actions / resources**
- **If necessary, modify COA**



WAR GAME RULES

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- **Evaluate each COA independently**
- **Remain unbiased**
- **Continually assess**
 - **Suitability**
 - **Feasibility**
 - **Acceptability**
 - **Distinguishability**
 - **Completeness**
- **Record advantages/disadvantages**
- **Stay on timeline**
- **Identify possible branches/sequels**
- **Record War Game results based on commander's evaluation criteria**



RECORDING METHODS

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- **Synchronization Matrix**
- **War Game Worksheet**
- **Decision Support
Template/Matrix**



SYNCHRONIZATION MATRIX

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| TIME/EVENT | | PRE H-HOUR | H-HOUR |
|-------------------|--------------|--|--|
| Enemy Action | | Recon sec area | Execute registered fires; armor moves to assembly areas |
| DECISION PT. | | | MEF DP 1 - Advance of 1st AD |
| MANEUVER | DEEP | | |
| | CLOSE | | |
| | RESERVE | MARDIV - 1 Bn - MEF Res | |
| | REAR | | |
| | MOBILITY | | MSR'S for support to main effort |
| | C-MOBILITY | | Eng fwd w/ 1st AD - east flank |
| INTELLIGENCE | | Confirm 1ST echelon disposition | MSC'S recon in zone |
| | NAI | I & W; NAI 29, 11, 4c, NAI 1 - 205 th react to 1st AD movement | |
| FIRES | LETHAL | | |
| | NON-LETHAL | | |
| LOGISTICS | SUSTAINMENT | CSSA 1 CLS V to 5 DOA | MCSSD'S deploy ISO RCTs |
| | DISTRIBUTION | Open Port RED | Establish designated FARP |
| COMMAND & CONTROL | | Coord bndry shift Coord flank with XVIII | boundary shift executed |
| | IW/C2W | ES and EP missions; EOB nodal analysis | |
| FORCE PROTECTION | | MARDIV designate TCF Bn | Counterreconnaissance in zone; Counterterrorism |
| | NBC/AIR DEF | | TMD assets deployed and ready |



SYNCHRONIZATION MATRIX

EWT

| TIME/EVENT | | PRE H-HOUR | H-HOUR |
|-------------------|--------------|---|--|
| Enemy Action | | Recon sec area | Execute registered fires; armor moves to assembly areas |
| DECISION PT. | | | MEF DP 1 - Advance of 1st AD |
| MANEUVER | DEEP | | 1st AD attacks - enveloping force |
| | CLOSE | | 2nd MARDIV attacks - direct press for |
| | RESERVE | MARDIV - 1 Bn - MEF Res | |
| | REAR | | |
| | MOBILITY | | MSR'S for support to main effort |
| | C-MOBILITY | | Eng fwd w/ 1st AD - east flank |
| INTELLIGENCE | | Confirm 1ST echelon disposition | MSC'S recon in zone |
| | NAI | I & W; NAI 29, 11, 4c, 1 | NAI 1 - 205 th react to 1st AD movement |
| FIRES | LETHAL | | ACE:destroy 102 ^D / neutralize 401 ST ,103 ^D &204 TH |
| | NON-LETHAL | | |
| LOGISTICS | SUSTAINMENT | CSSA 1 CLS V to 5 DOA | MCSSD'S deploy ISO RCTs |
| | DISTRIBUTION | Open Port RED | Establish designated FARP |
| COMMAND & CONTROL | | Coord bndry shift Coord flank with XVIII | boundary shift executed |
| | IW/C2W | ES and EP missions; EOB nodal analysis | attack WOG C2 nodes |
| FORCE PROTECTION | | MARDIV designate TCF Bn | Counterreconnaissance in zone; Counterterrorism |
| | NBC/AIR DEF | | TMD assets deployed and ready |

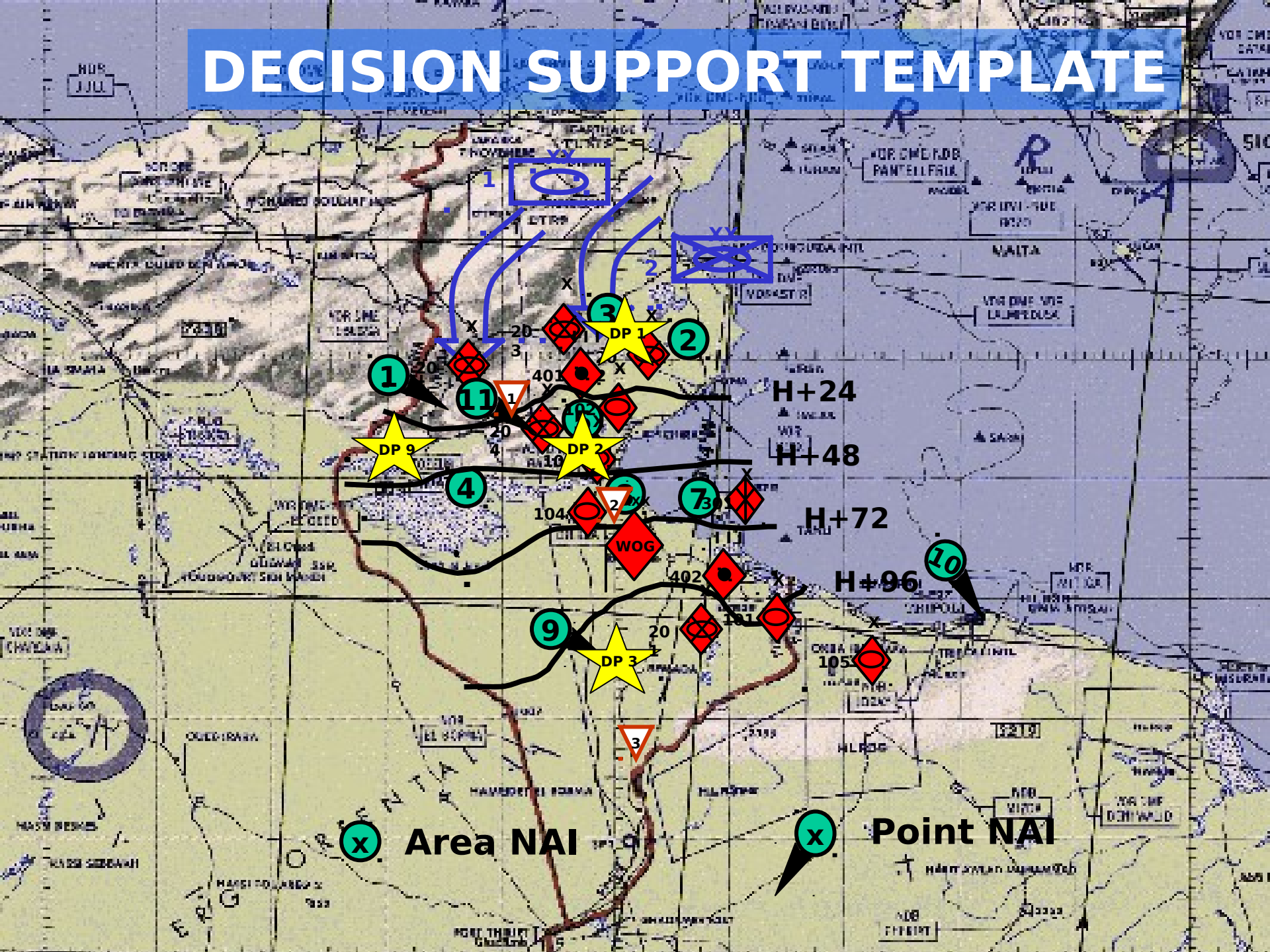


MST

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DECISION SUPPORT TEMPLATE





DECISION SUPPORT MATRIX

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| DP | EVENTS & INDICATORS | NET/NLT | CDR'S OPTIONS |
|----|--|-------------|---|
| 1 | Whether or not enemy 1st echelon units are fixed; (NAI 1 - 3) | H+24/H+36 | 1 AD continues turning mvmnt or executes branch plan for envelopment of 1st echelon |
| 2 | 1st echelon enemy forces withdrawing into/through Gabes; 103d Armor Bde covering withdrawal and as possible counterattk force; 204th, 201st, and 104th preparing for BHO vic Gabes; refugees being forced North; (NAI 4-5) | H+96/H+120 | Bypass, isolate or clear Gabes; force options: 2d MarDiv or LF6F |
| 3 | Enemy delays 2dMarDiv and reorients on mountain passes IOT hold 1 AD and allow forces to withdraw to border; (NAI 9) | H+144/H+168 | Options: defeat 2d echelon via Encirclement (1AD/2MAW) or allow enemy to withdraw |



COA WAR GAME BRIEF

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- **Includes advantages/disadvantages based on commander's evaluation criteria**
- **Refined Situation templates**
- **Mission analysis and COA development products**
- **COA war game products and results**
- **Recommended changes to commander's evaluation criteria**



COA WAR GAME OUTPUTS

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- **Information on Cdr's Evaluation Criteria**
- **War Gamed COAs with**
 - **Refined Graphics**
 - **Refined Narratives**
- **Refined**
 - **Staff Estimates**
 - **Estimates of Supportability**
 - **Planning Support Tools**



OUTPUTS INTO ORDERS DEVELOPMENT

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SYNCHRONIZATION MATRIX

| TIME/EVENT | | PRE-H-HOUR | H-HOUR |
|-------------------|-------------|--------------------------------------|--------------------------------------|
| Enemy Action | | 1st echelon units | 2nd echelon units; 3rd echelon units |
| DECISION PT. | | | 1st echelon units; 2nd echelon units |
| MANEUVER | DEEP | | |
| | CLOSE | | |
| | REVERSE | 1st echelon units; 2nd echelon units | |
| | REAR | | |
| | MOBILITY | | 1st echelon units; 2nd echelon units |
| INTELLIGENCE | COMMO | | 1st echelon units; 2nd echelon units |
| | NAI | | 1st echelon units; 2nd echelon units |
| FIRE | LETAL | | |
| | NON-LETAL | | |
| LOGISTICS | SUSTAINMENT | | |
| | TRANSPORT | | |
| COMMAND & CONTROL | IVACSW | | |
| | IVACSW | | |
| FORCE PROTECTION | IBCAIR DEF | | |
| | IBCAIR DEF | | |

COA WAR GAME WORKSHEET

| Action | Reaction | Counteraction | Assess | Approach | Decision Point | COA | Remarks |
|--|--|---|--|---|--|--|---|
| Cal. 100K PLWHF to PL BLACK (F2-30) HQ, ROM 30K PD, 30K 1st PL BLACK to initial MCF boundary. Box war game commences with 2nd MCF continuing the attack to 1st echelon units north of Gabes. | 100K covering the withdrawal of 204th, 202nd, and 102nd. 100K is no longer blue force most likely AA to Gabes. 204th and 104th ready to accept BHO South of Gabes. Isolated elements may withdraw into Gabes. Force refugees North to dig MSR. | Continue the attack, shape 204th, 104th, 102nd, 100K. | Option to use landing force to secure Gabes. | PL BLACK to initial MCF boundary. 100K, Cal 100K, Cal 100K. | DP 1: Reached goal to war game. Decision made for 100K to continue landing movement. | Where are the exploitable gaps in the Libyan test action which the MCF can maneuver? | By-pass criteria is enemy units company. Enemy may attempt to draw us into MCF, initially isolate and by-pass Gabes. Refugees control 310 to perform OPRE duties. Passive not employed. Option to use landing force to secure Gabes if goal achieved. |



DECISION SUPPORT MATRIX

| DP | EVENTS & INDICATORS | NET/NLT | CDR'S OPTIONS |
|----|--|------------|--|
| 1 | Whether or not enemy 1st echelon units are 1st; (NAI 1-3) | H+24H+30 | 1. A. Continue turning mount or 2. B. Continue plan for envelopment of 1st echelon |
| 2 | 1st echelon enemy force withdrawing into through Gabes; 100K Armor Bde covering withdrawal and a possible counterattack force; 204th, 201st, and 104th preparing for BHO via Gabes; refugees being forced North; (NAI 4-6) | H+80H+120 | By-pass isolate and clear Gabes force option c. 2d MCF or 100K |
| 3 | Enemy delay c. 2d MCF and reorient to on mountain pass c. 100K hold 1st AD and allow force to withdraw to border; (NAI 8) | H+144H+180 | Option c. defeat 2d echelon via envelopment, defeat 2d echelon by annihilation (1AD/204th) or allow enemy to withdraw. |

ANNEX X - EXECUTION CHECKLIST

| TASK | TIME | DP | CDR | CONDITIONS | MOEs | NAI | TAI |
|------------------------|-------------|------------------------------|-----|--|--|-----|-----|
| Conduct Amphib Assault | D+30 H-Hour | 1. Commence or delay assault | 1 | Coastal Defense Force unable to engage amphib/assault craft with ASMS/coastal guns | BDA indicates fixed ASMS/coastal gun/coastal radar sites destroyed | | |
| | | | | | No observed movement of mobile ASMS along Coastal Hwy 1 within 50 km of Green Beach since H-36 | 1 | A |
| | | | | | No observed coastal radar emissions since H-24 | | |
| | | | 3rd | Motorized Rifle Brigade unable to reinforce 8th Mech Div via ATF Obj 1 for 96 hours. | No observed movement of bn sized units along MSR Blue beyond PL Black since H-30. | 2 | B |
| | | | | | Comm btwn 3rd MRB HQ and I Corps HQ reduced by 75% from I&W baseline | | |



WAR GAME OUTPUTS INTO ORDERS

